THE SEA BATTLE

the classic head to head strategy game

Instructions
2 players
Age 4+

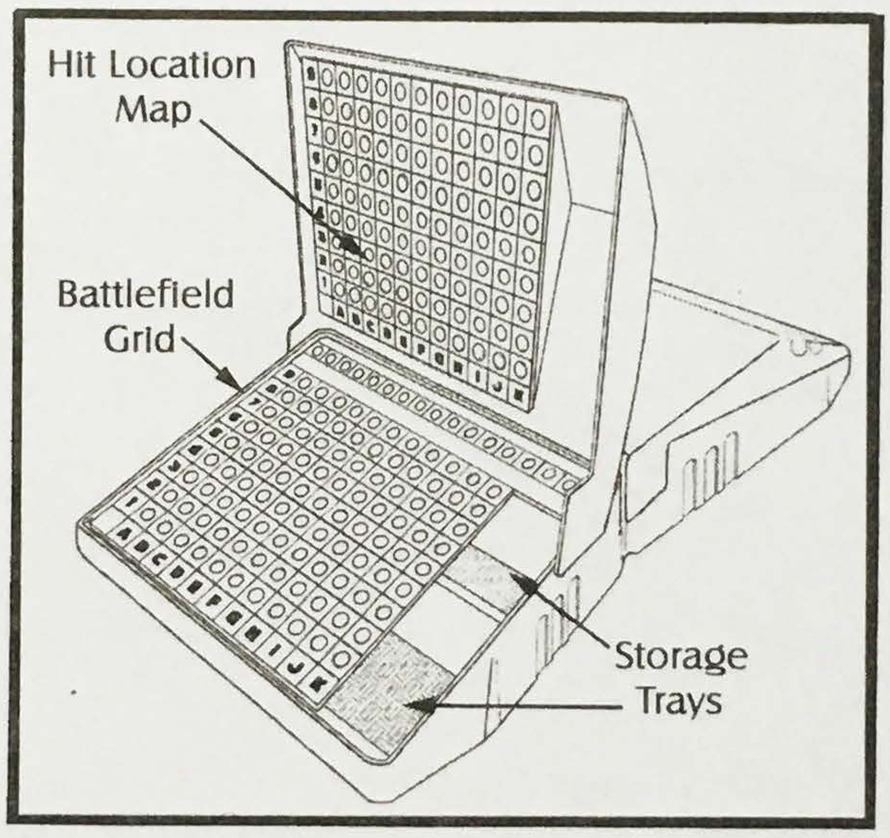
Contents:
2 Playing boards with flip-up lids, 2 sets of warships , 2 sets of orange pegs, 4 sets of white pegs, instruction sheet.

The Object of the Game:
Eliminate your opponent's warship regiment before your regiment is defeated.

Setting up the Game:
1. Remove all the warship pieces from the frames and place in the storage tray.
2. Remove the white pegs and the orange pegs from the frames and place in the storage trays at the right hand side of the playing zone.

NB: If you have difficulty removing the pegs or warships from the frames then use a set of safety scissors.
Make sure that each player has 2 set of orange pegs, 1 set of white pegs and 1 set of warships each.

Playing the Game:
Place the game between the 2 players and open the lids so that each player can only see their own playing area.
Arrange your 5 warships horizontally and vertically anywhere on the **Battlefield Grid**. These locations are permanent and your warships cannot be moved once the game starts. Once both players have **PLACED** all 5 of their warships on the **Battlefield Grid**, the game can begin. Decide which player will go first.
Players will now take turns to call coordinates from their **Hit Location Map** trying to find and destroy the other player's warship regiment.



A 'MISS'
1. Player 1 chooses and announces a coordinate from their **Hit Location Map** (e.g. C-7).
2. Player 2 will look to their **Battlefield grid** and decide if they have a warship (or part of a warship) located at that position. If they don't, they shout back MISS.
3. Player 1 should then place a white peg in that position on their **Hit Location Map**.
4. It is now player 2's turn.

A 'HIT'
1. Player 2 chooses and announces a coordinate from their **Hit Location Map** (e.g. D-4).
2. Player 1 will look to their **Battlefield Grid** and decide if they have a warship (or part of a warship) located at that position. If they do, they shout back HIT.
3. Player 1 will then place an orange peg into the warship that has been hit on their **Battlefield Grid**. (position D-4)
4. Player 2 will place an orange peg in that location in their **Hit Location Map**.
5. Because player 2 scored a HIT they now get another turn. Player 2 keeps taking turns until they MISS. The turn then passes back to player 1.

Once a warship has an orange peg in every hole, it is considered destroyed. When a warship is destroyed, its commander must announce this to the other player.

Winning the game:
The first player to eliminate all their opponent's warships is the winner.

Tips:
- Once you have made a HIT keep going until that unit is destroyed.
- Place some warships horizontally and some vertically on the battlefield.
- Space out your coordinates to maximise your chances of getting a HIT.

⚠ WARNING:
CHOKING HAZARD – Small parts.
not for children under 3 Yrs.

707-23